

Fig. 1

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10

12

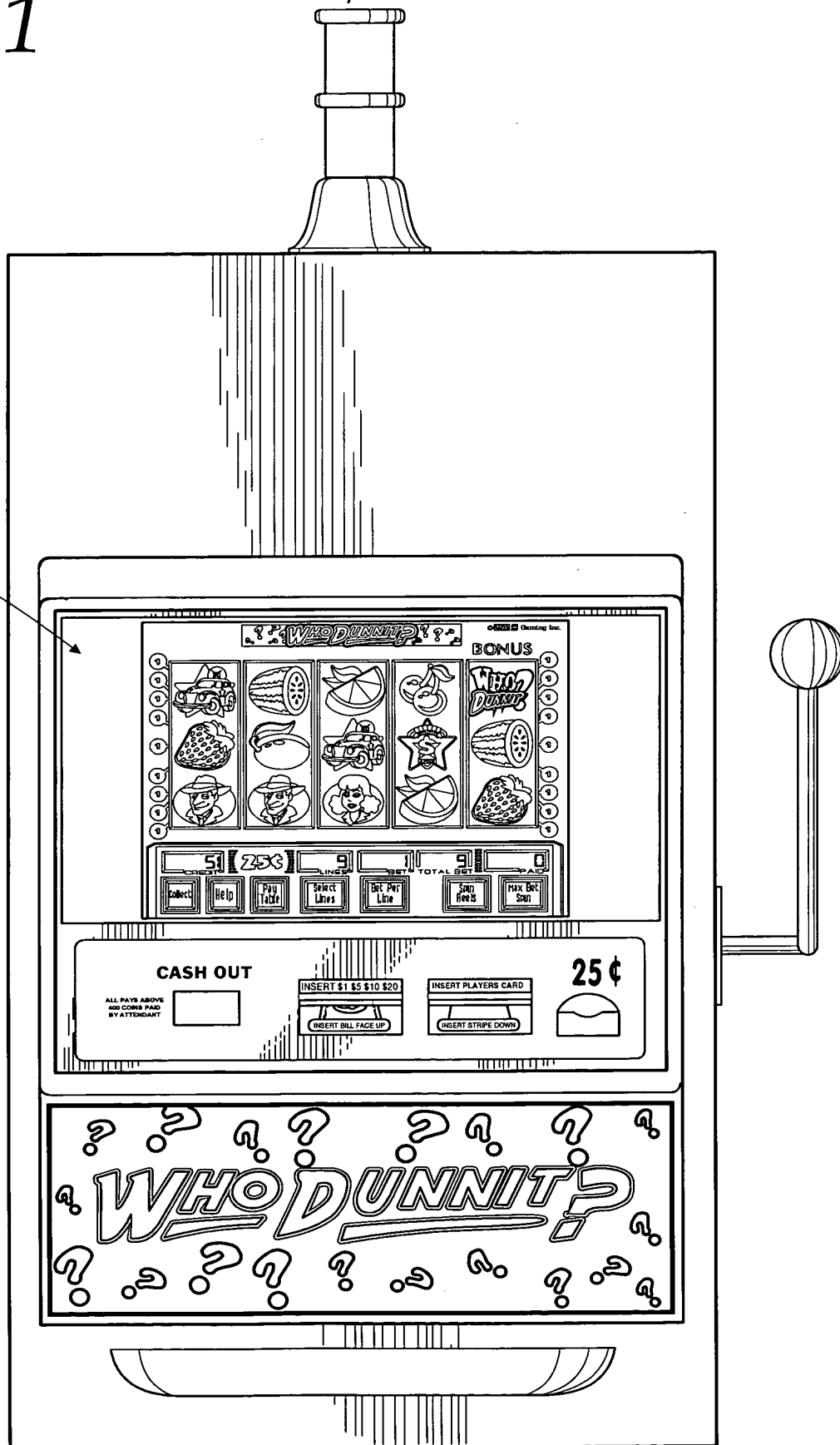


Fig. 2

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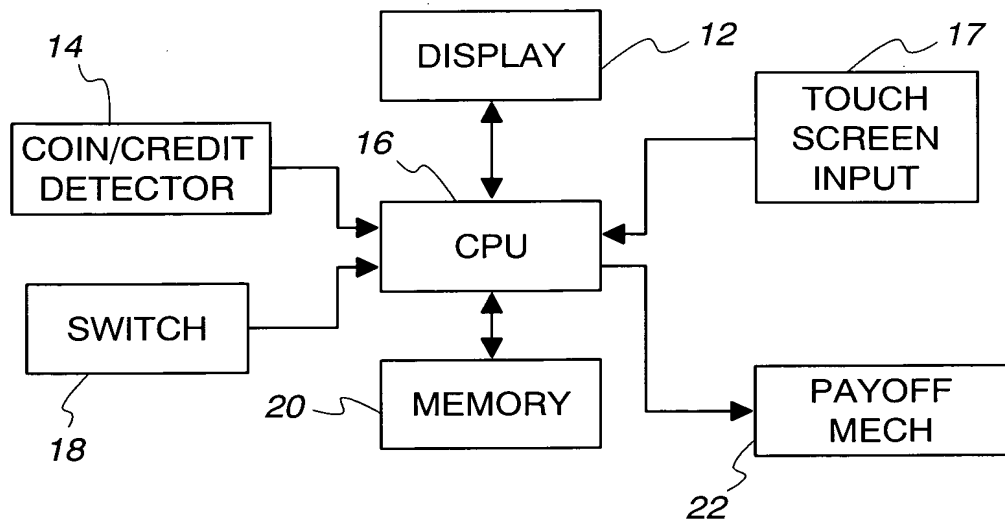


Fig. 3

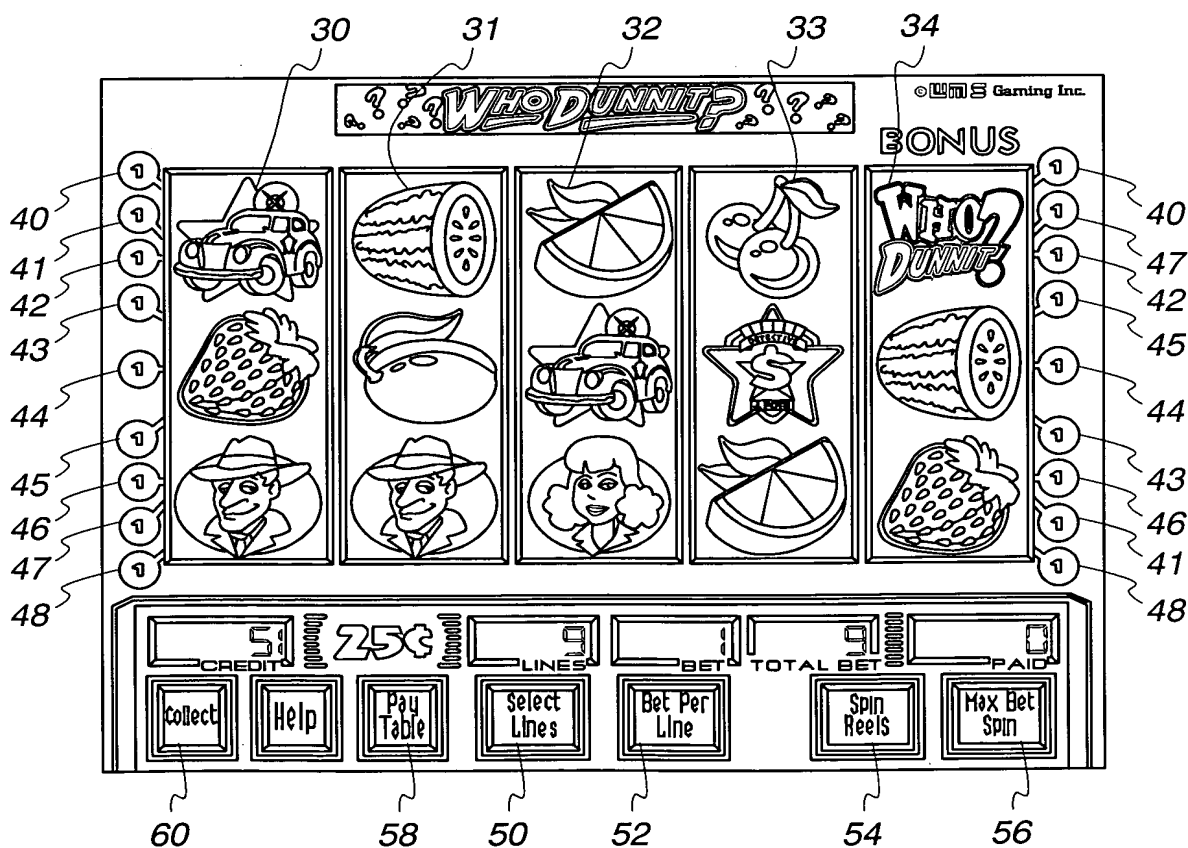












Fig. 4a

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WINS PAY LEFT TO RIGHT ONLY.
ALL LINE PAYS ARE MULTIPLIED BY LINE BET.
















5000		500	
400		200	
100		60	
15			
300			
80			
25			


More Pays

Return to game

Fig. 4b

WINS PAY LEFT TO RIGHT ONLY.
ALL LINE PAYS ARE MULTIPLIED BY LINE BET.

250		200	
60		50	
25		20	
150		100	
40		30	
15		10	
80			
20			
7			

 IS WILD FOR ALL

FRUIT. SEE NEXT PAGE

More Pays

Return to game

Fig. 5

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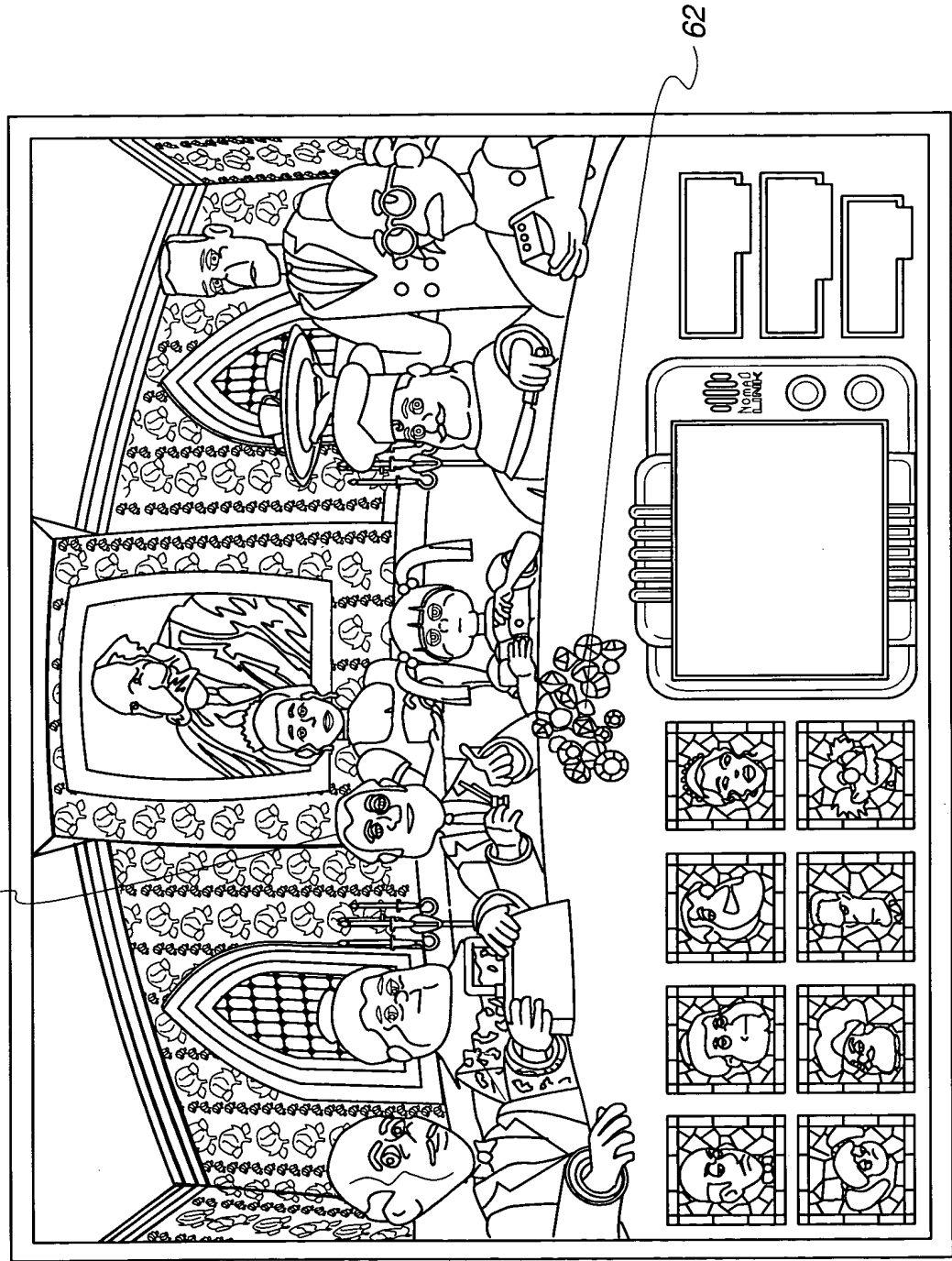
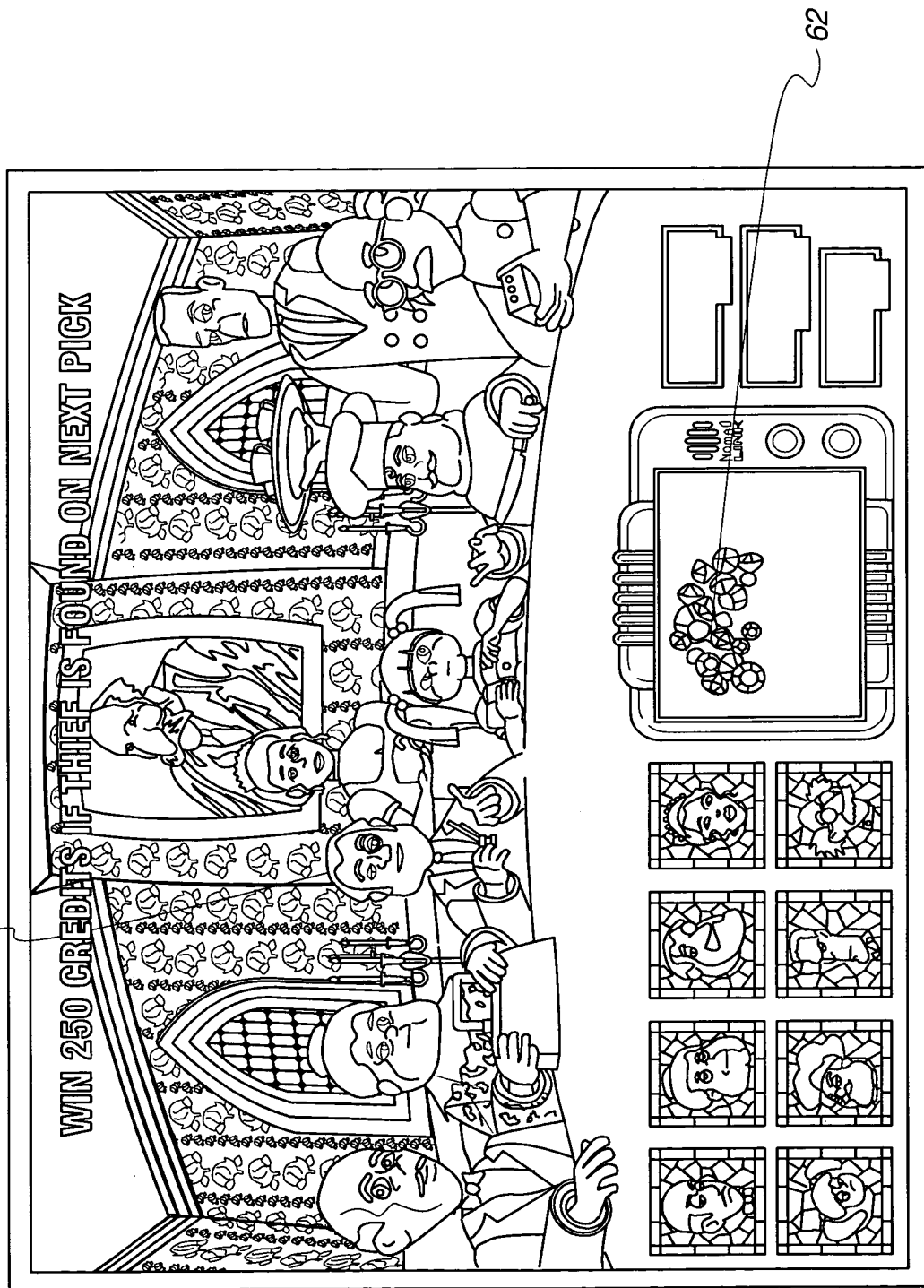


Fig. 6

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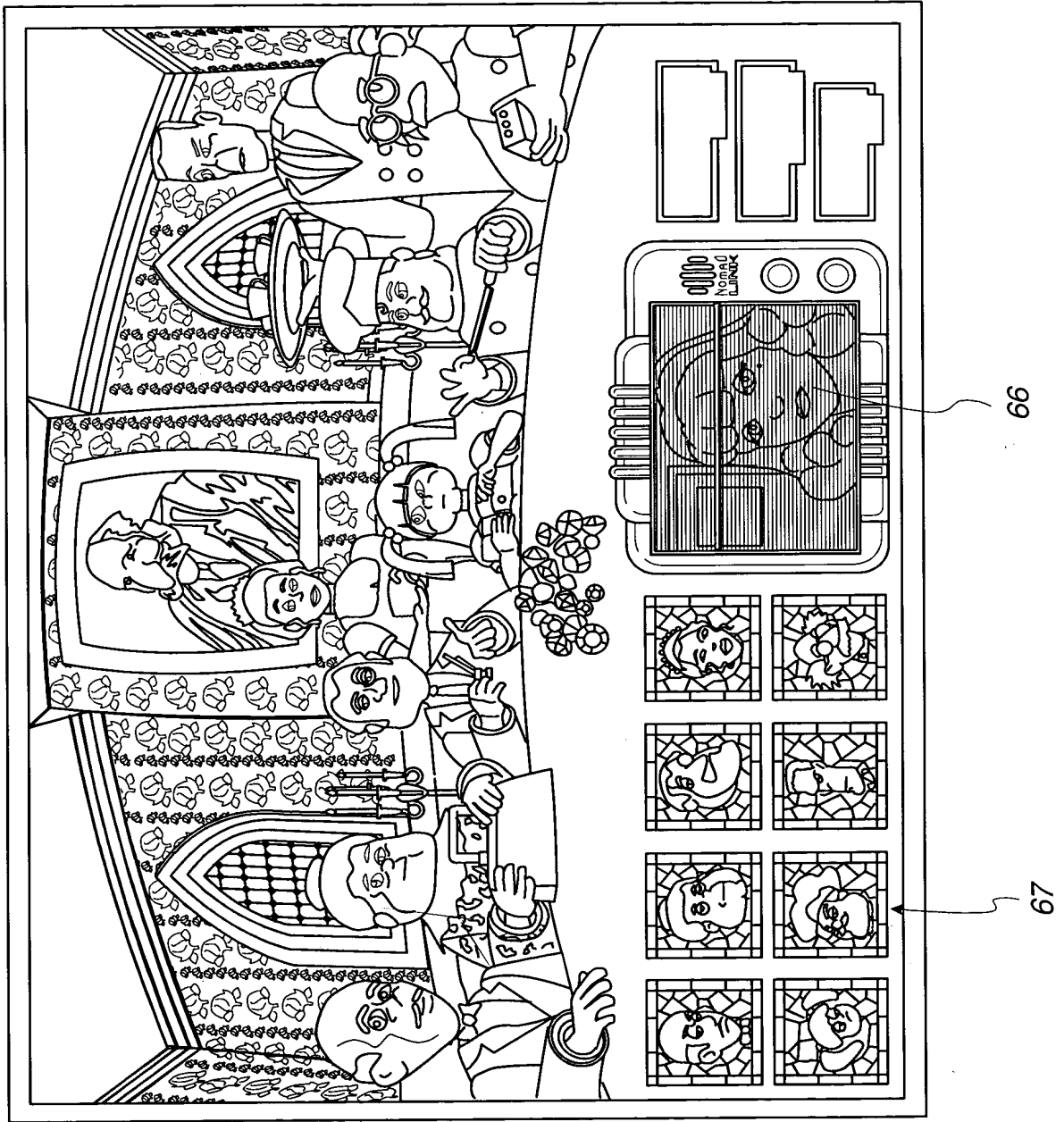


Fig. 7

FIG. 7 is a perspective view of the control panel 60 of the system 10, showing the control panel 60 in a perspective view. The control panel 60 includes a display 66 and a grid of buttons 67. The display 66 shows a cartoon character's face. The grid of buttons 67 includes 12 buttons, each with a different cartoon character's face. The control panel 60 is shown in a perspective view, with the display 66 and the grid of buttons 67 clearly visible.

Fig. 8

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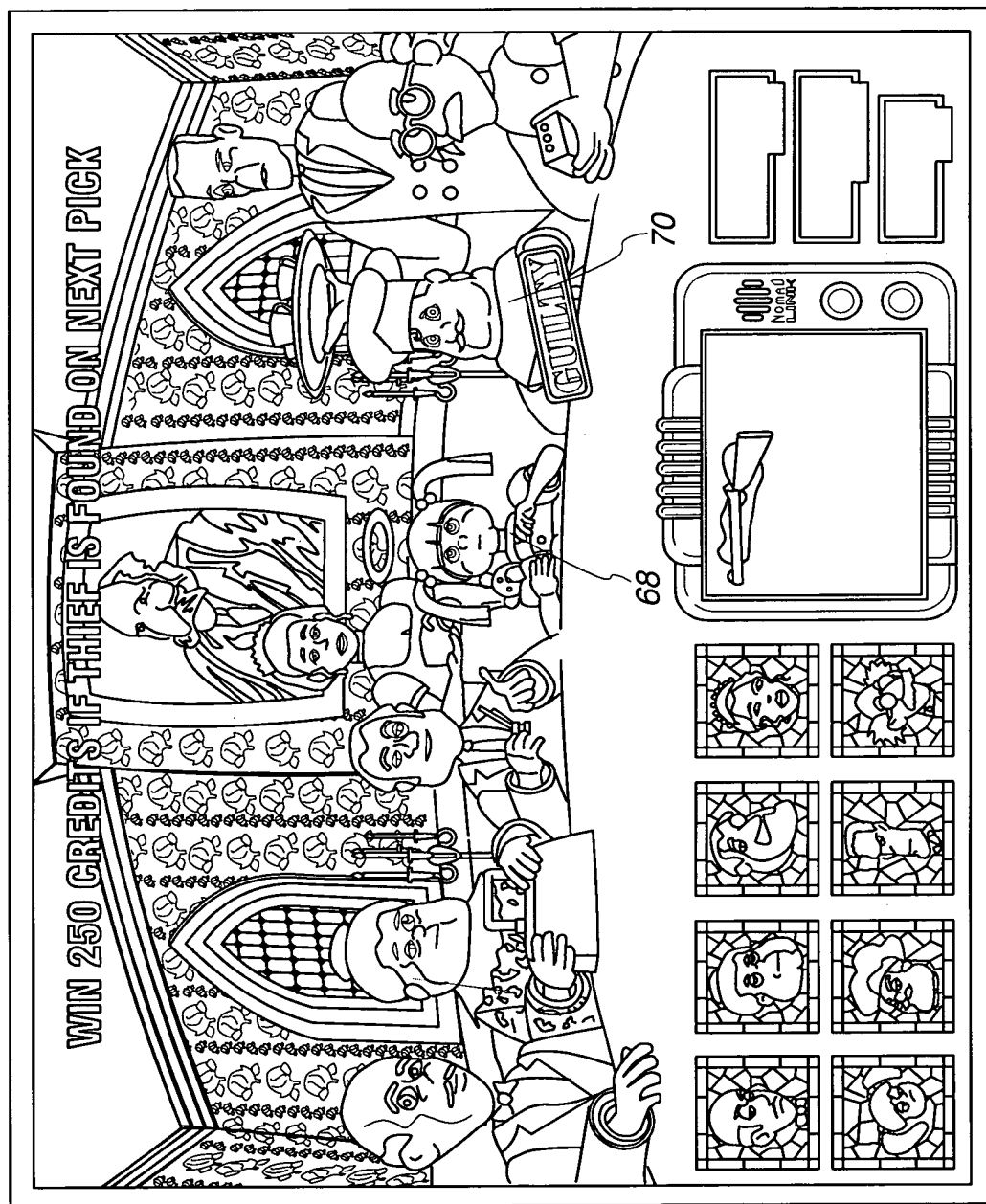


Fig. 9

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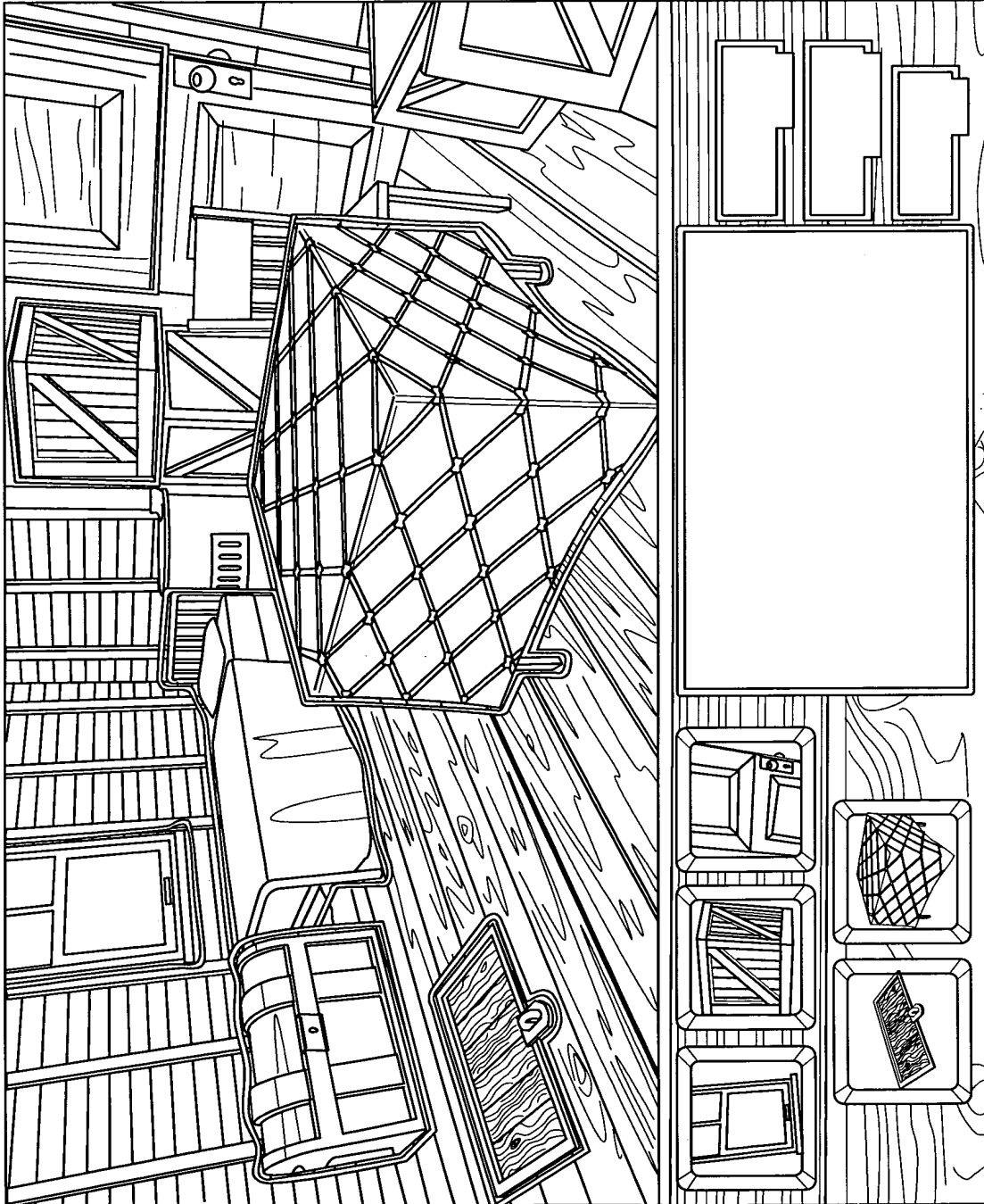


Fig. 10

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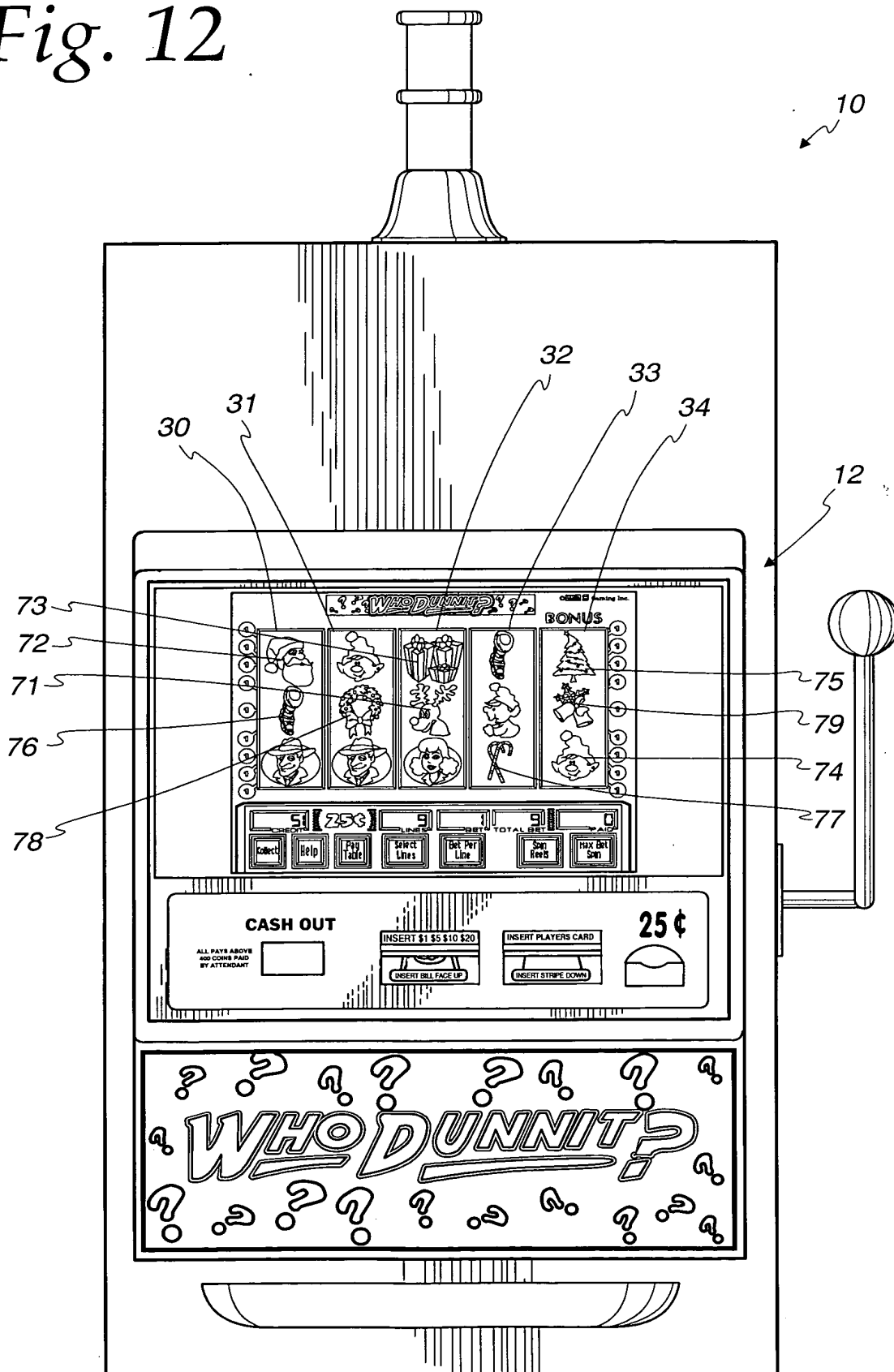
SELECTION IN WHICH GUILTY CHARACTER IS FOUND	PRIMARY BONUS (VALUE IS MULTIPLIED BY NUMBER OF ACTIVE PAYLINES)
1	250
2	200
3	150
4	100
5	80
6	70 (UNAVAILABLE WHEN THREE SIDEKICK SYMBOLS IN START-BONUS OUTCOME)
7	50 (UNAVAILABLE WHEN TWO OR MORE SIDEKICK SYMBOLS IN START-BONUS OUTCOME)
8	30 (UNAVAILABLE WHEN ONE OR MORE SIDEKICK SYMBOLS IN START-BONUS OUTCOME)

Fig. 11

SELECTION IN WHICH HIDING PLACE IS FOUND	MULTIPLIER (APPLIED TO TOTAL BONUS PAYOUT TO THAT POINT IN THE BONUS GAME)
1	X8
2	X5
3	X4
4	X3
5	X2

Fig. 12

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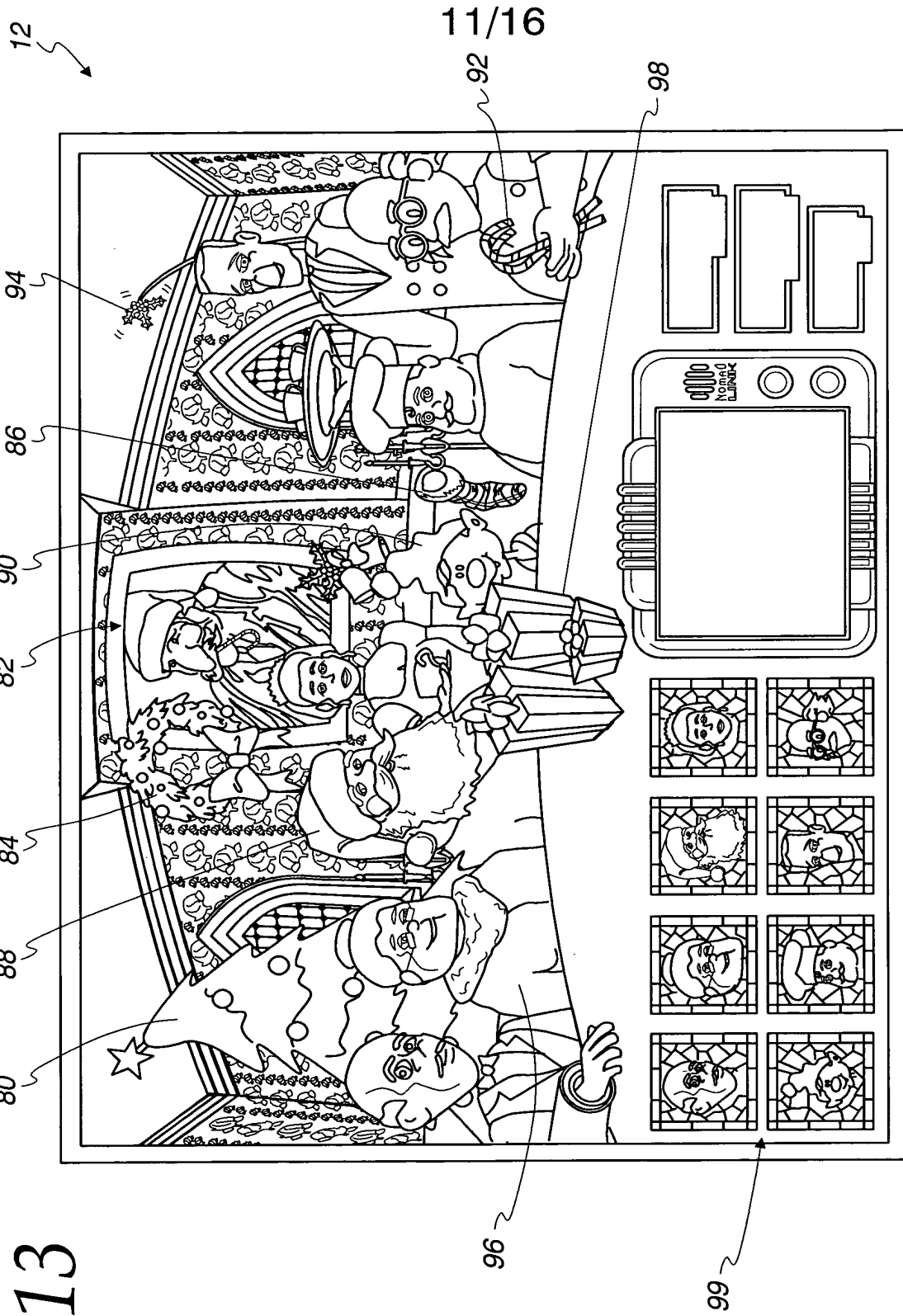


Fig. 13

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Fig. 14

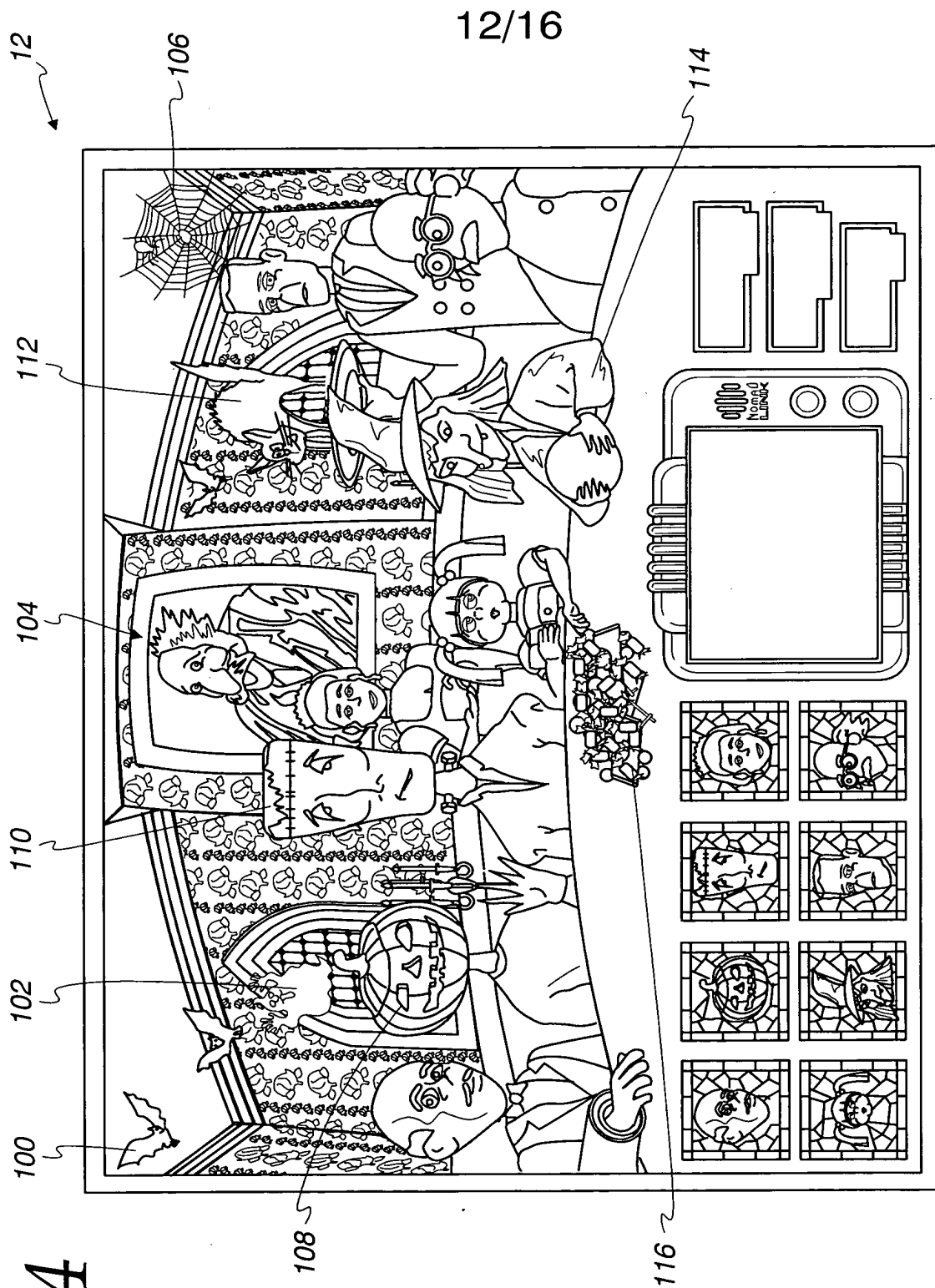


Fig. 15

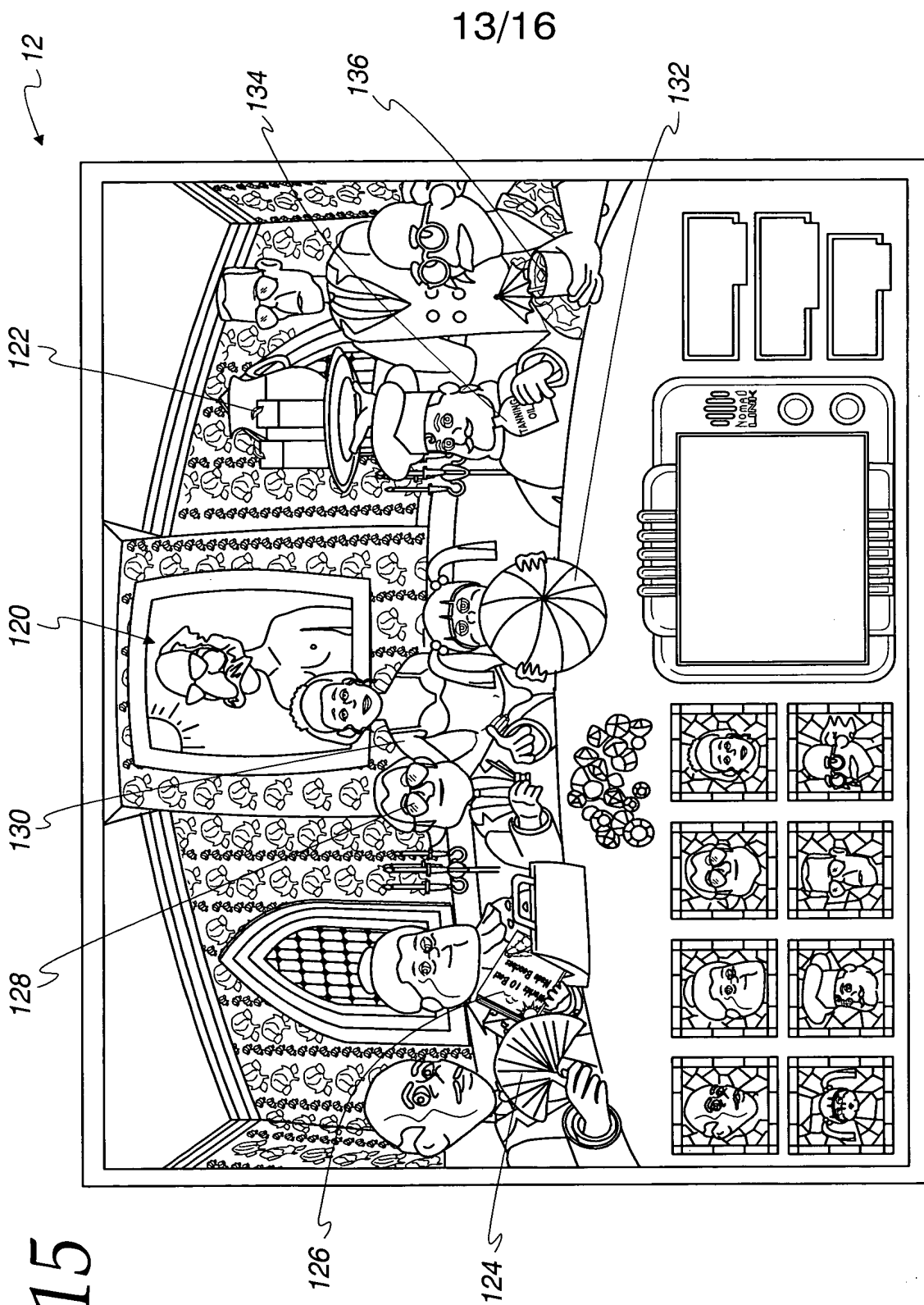


FIG. 15 is a schematic diagram of a slot machine interface. The interface includes a central display area (120) showing a scene with several characters. A control panel (132) is located to the right of the display area, featuring a large screen and various buttons. Below the control panel is a grid of eight small character portraits (124, 126). Various other labels (122, 128, 130, 134, 136) point to specific elements within the main display area.

Fig. 16

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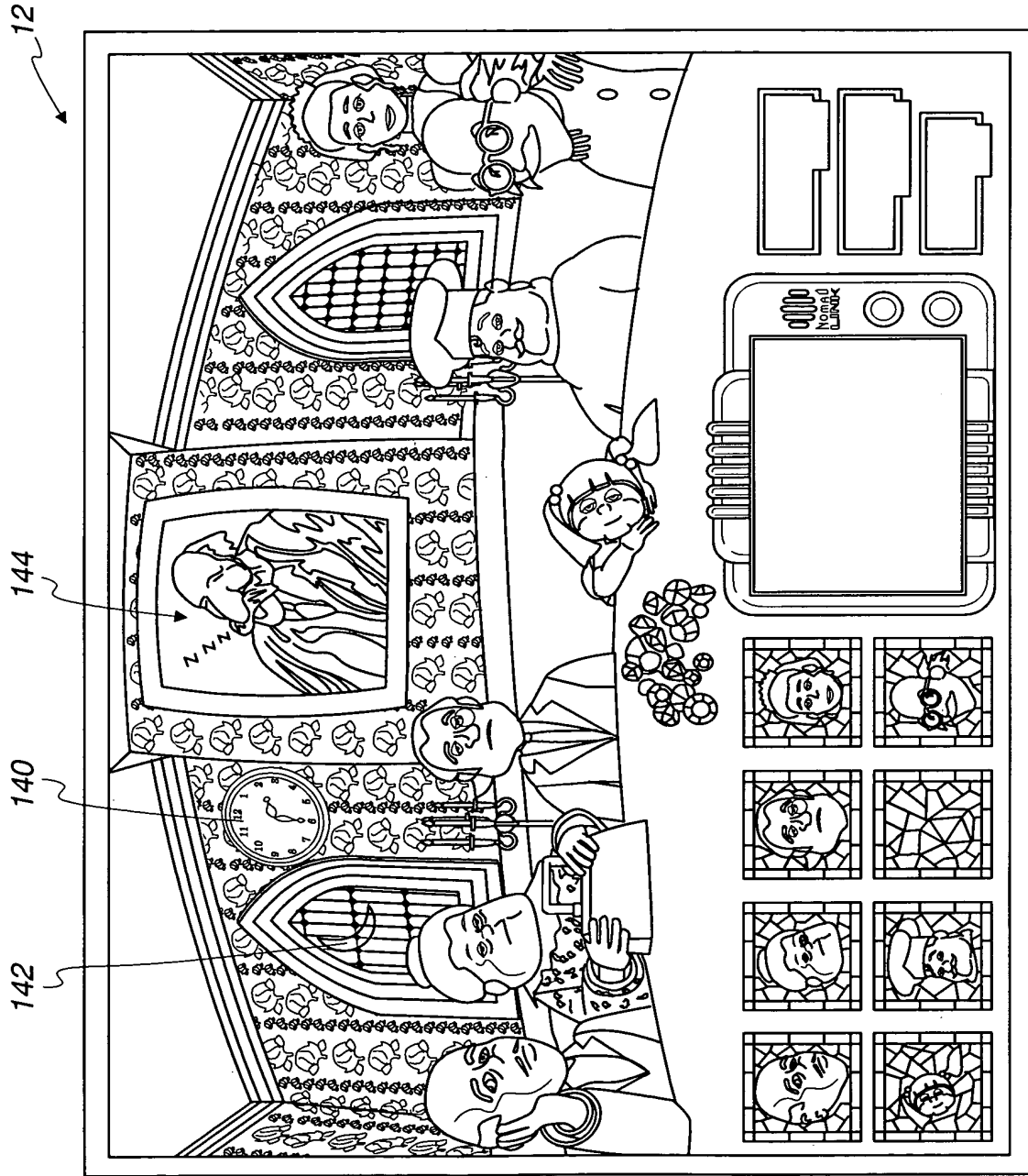


Fig. 16 is a schematic diagram of a control panel 12. The panel includes a large display screen 142, a clock 140, a portrait of a man 144, and a grid of eight small portrait frames. The panel is shown in a perspective view.

Fig. 17

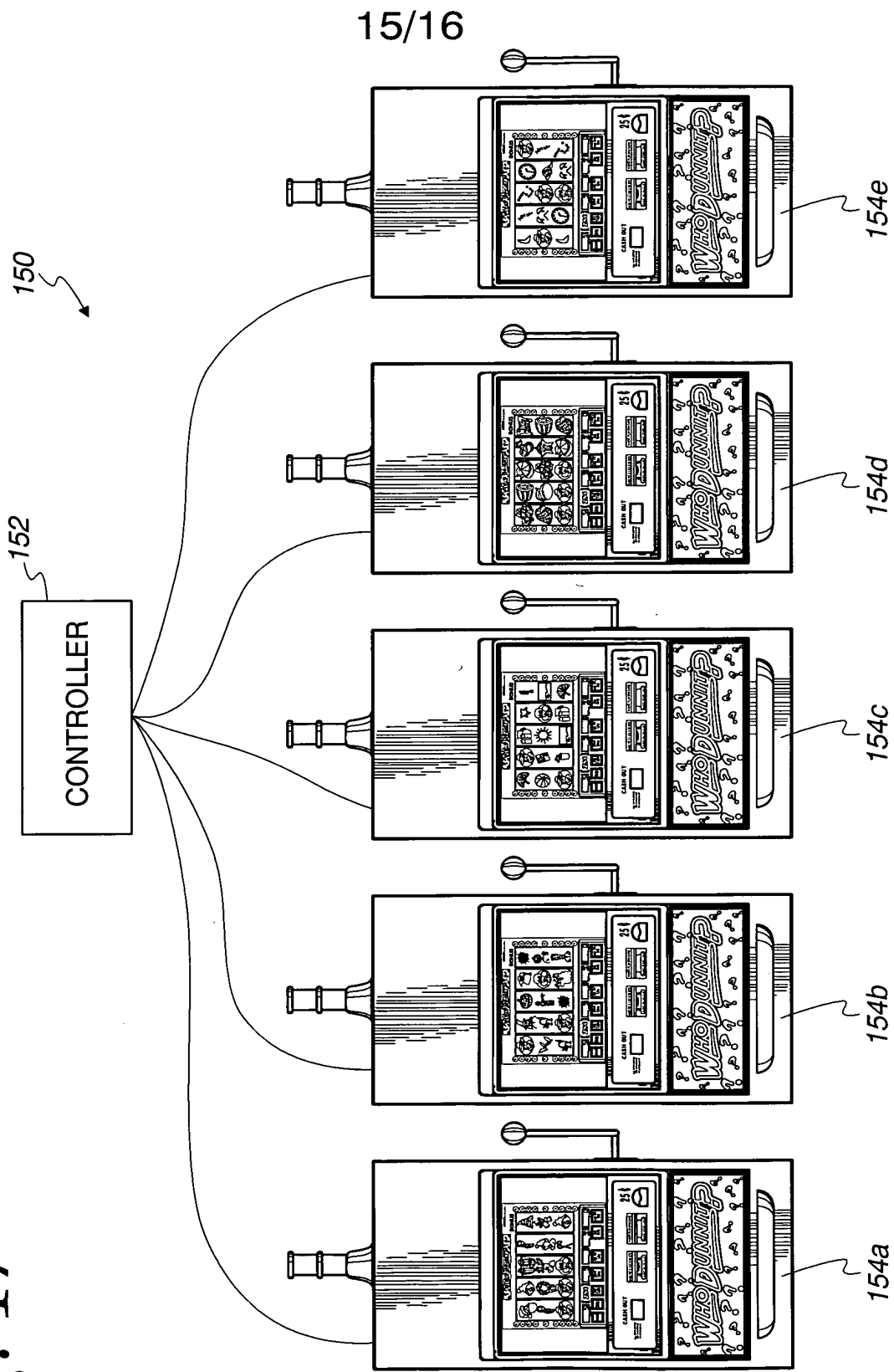


Fig. 17 is a schematic diagram of a system 150 including a controller 152 and five units 154a, 154b, 154c, 154d, and 154e. Each unit 154a-e includes a display screen 154a-e, a control panel 154a-e, and a coin mechanism 154a-e. The controller 152 is connected to each unit 154a-e.

Fig. 18A

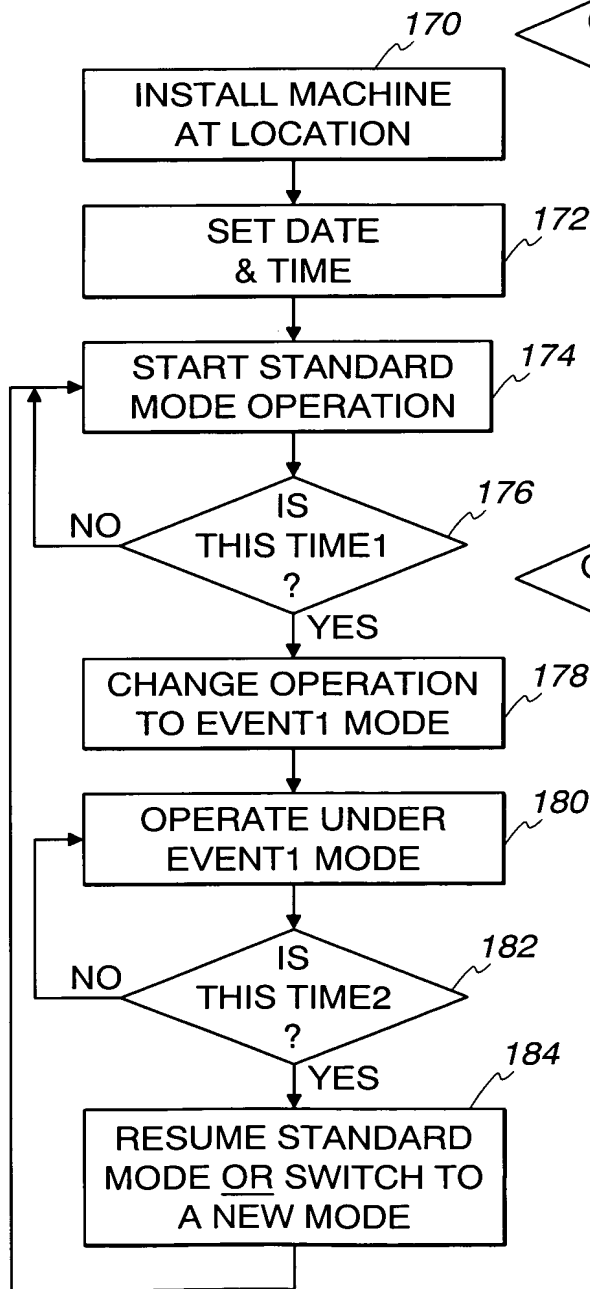


Fig. 18B

